Matrimelee

Weak • Strong Punch	A • C
Weak • Strong Kick	B • D
Double Jump	air ↑
Front Roll	A B • → A B
Back Roll	← A B
Safe Roll	A B when touch the ground
Throw	← • → C
Launcher	↓ C D
Crush Attack	C D
Enabler Call	B C

↳ Enabler Guard

When Enabler is in front, ← • → B C to guard cancel and attack opponent

↳ Enabler Toss

When Enabler is behind, ← • → B C to throw Enabler

Begins Bloodline Battles START

Stress Shot

Consumes 1 Stress Meter.

Ippatsu Ougi

Consumes 2 Stress Meter.

Kanjite

Consumes all the Stress Meter.

Overhead Leg Crush — D hold

hold 3 seconds for weak version, hold 6 seconds for strong version

Projectile — air ↓↗ A • C

Dragon Punch — →↓↘ A • C

Cosmic Throw — ↓↘ ↓↘ C

Angel Breath — ← → A ↙ ↘ C

You can hold A to make it easier to input

Bun-chan Kick! — →↓↘ B • D

Gekisoku! Slider! — ↓↘ B • D

Ki! Yuuki! — counter ↓↘ A • C

Kakatsun Kick — air ↓↗ B • D

Can be followed with ↓↗ B • D

Overwhelming Kick! — ↓↘ ↓↘ D

Tokumori Bun-Chan Special! — ← D B D B

Rekkou Ken — → ← → A • C

Rengoku Reiha — air ↓↘ A • C

Senkou Rekkyaku — ↓↘ B • D

Jubakufu — ↓↘ A C

Renki Kourin — hold A hold B . C

Do not release A and B until C

Kaigan Kakusei — ↓↘ ↓↘ B

Bonnou Touda — ← ↘ ↗ ↙ ↖ D

During Stress Meter explosion

Wand Throw Projectile — ↓↘ A • C

Hammer Attack — ↓↙ A • C

Whirlwind Attack — ↓↙ B • D

Can move with ← or →

Air Whirlwind Attack — air ↓↙ B • D

Blow Kiss — → ↓↘ B D

Stardust Revolution — ↓↘ ↓↘ C

Violent Pack-In Rabbit — ↓↘ ↓↘ C ... C

Multi Hit Dragon Punch — ↻ A • C

2 hit Cane Strike — ↺ B • D

D version makes her roll backwards 1st

Diving Kick — air ↺ B • D

Counter — counter ↻ B • D

Address Impulse — ↻ A • C

Tranchant Discord — air ↺ ↻ A C

Counter state — counter ↓ ↻ D

Defense Life Qiqong Bullet Projectile — ↻ A • C

Rapid Stick Hits — A • C tap

Shaku Cloth Hit — ↻ B • D

Flying Headbutt — → ↻ A • C

Bakuretsu Houhi — ← → B D

Kankadou Icchoku Sen — B D B B D

Lighting Slash — ↺ A • C

Knuckle Bomber — ← → A • C

Rolling Cannon — ↺ B • D

Flying Kick — ↻ B • D

D version can be repeated twice for 4hits

Mid-Air Flying Kick — air ↻ B • D

Final Crash Bomber — ↺ ↻ C

Can be done twice

Rising Volcano — ↻ ↻ C

2 Spinning Kicks — ↺ B • D

Anti Air Double Kick — ↻ B • D

Projectile Aimed Downwards — ↻ A • B • C • D

A forward B downward C forward D upward

Mid-Air Flying Kick — air ↺ B • D

D version can be followed with ↺ B • D

Blockade — ↻ ↺ D

In An Extreme Case — ← ↙ ← → A • C

A version is a feint

Dog Bones	↻ A • C
Gauru Wan!	air ↻ D
Dog Ears	↻ A • C
Great Bear Assault	hold A hold B . C
Do not release A and B until C	
Canine Cyclone	→ ← → ← → ← → ←
More powerful version if done during Stress Meter explosion	

Thunder Kick	B • D tap
Thunder Globe Projectile	↻ A • C
Flying Dragon Upper	↻ A • C
Flying Thunder Kick	air ↻ B • D
Ryuushou Enzan	↻ → C
↳ **Cancel**	↻ C
Geki Koushou Shou	↻ ↻ C

Dragon Breath Shot	↻ A • C
Dragon Bomb Flash	↻ A • B • C
A version: close range	
B version: fake toss	
C version: far range	
Tsunami Slash	air ↻ A • C
Blue Shadow Slicer	↻ B • D
Flaming Flash Wave	air ↻ ↻ C
Killer Shadow's Victory Attack!!	↙ ↓ ↘ ↓ ↙ ↓ ↘ D

Rock Tooth	← → A • C
Menace Fate	← → B • D
Meteor Boisterous Dance Bullet	close ↻ A • C
Drill Kick	↓ ↑ B • D
Goketsu Intimidating Face Attack!!	↻ ↻ C
Absolute Demon Palm!!	← ↙ ← → C
Super Goketsu Intimidating Face Attack!!	↻ ↻ ↻ C

Rising Kicks	↻ B • D
Backflip	air ↺ A • C
Lunging Punch	↻ A • B x3
Punch Flurry	close ↻ A • C
Oryarya Upper	↻ ↻ C
Shin-chan no 'The End'	← C A C A
Shin-chan Final	↻ ← C

Rock Tooth	↻ A • C
Menace Fate	↻ A • C
Hand Blasts	↺ A • C
Heaven Dance Leg	air ↻ B • D
Face Pillar	↻ ↻ A • B • C • D
Absolute Snout	↙ ↘ ← → A C
Super Face Pillar!	↻ ↻ ↻ C

Arrow Shot	↻ A • C
Flying Elbow	air ↺ A • C
Elbow Strike	← → A • C
↳ Uppercut	↻ A • C
Only with C version of Elbow Strike	
Buffalo Storm	← → B • D
Tornado Pole	↻ ↺ C
Guardian Bomb	close ↺ ↺ C

Holy Flare	↻ A • C
Sinful	close ↻ A • C
Magnus	↺ A • C
Hell or Heaven	↺ B • D
Maximum Delirium	↺ → A
Maximum Delirium	↺ → C

JIMMY

Red Rage	↻ A • C
Shôryûdan	↯ A • C
Cannon Kick	↺ B • D
Triple Hit Punch Combo	↻ A
Heat Hurricane	↻ C
↳ Flaming Punch	↻ C
↳ Overhead Elbow	↺ C
↳ Uppercut Finish	↯ C
Gun Blow	↺ ↙ → A
Gun Blow MAX	↺ ↙ → C

JONES

Funky Impact	↻ A • C
Retro Knuckle	↺ A • C
Gaudy Punch	A • C tap
Arc Fliegen	↺ B • D
Groove Master	↺ ↺ B
I am Number One!	↻ B D

LYNN

Kôryû Sho Zan	↻ A • C
Enretsu Ken	↻ A • C
Kôryû Kyaku	↓ ↑ B • D
Ryu en Hou	↯ A • C ↻ B • D . B • D
Kouryuu Ken Ougi: Hiryuu	↺ ↻ B
Kouryuu Ken Ougi: Hiryuu	↺ ↻ D

PRINCESS SISSY

Abubo in a box	↻ A • C
Sword	↯ A • C
Unleash Frog	↻ B • D
Bomb Throw	↺ B • D
Super Bomb Throw	↺ ↻ A
Transform Shot	↺ ↻ C